Amendment to the Abstract:

Please replace the abstract with the following:

The present invention introduces a simulation software for displaying a human being comprised of a plurality of arm joints, wherein each of the plurality of arm joints comprises a 1st part and a 2nd part. The invention also displays one or more wrinkles on or near the joint of the 1st part and the 2nd part, wherein the 1st part and the 2nd part are connected, and the angle produced by the 1st part and 2nd part is variable. The more the value of the angle decreases, the more the amount and/or the height of the wrinkle increases, thereby enabling the wrinkle simulation software to display the movement of the human being and the movement of the 1st and the 2nd part in a realistic manner.